ABSTRACT OF THE DISCLOSURE

A slot machine networked to a central server receives preference data corresponding to a player from the central server and configures the game to match the received preference data. The player inserts his player tracking card into the slot machine, which transmits player identification data to the central server. The central server transmits player preference data and casino preference data for that player to the slot machine for configuration. While the player plays the slot machine, the slot machine transmits data about the player's performance to the central server. The central server determines appropriate casino preference values based upon the player's performance and transmits those values to the slot machine for configuration.

- 34 -